



ED 771a Human Computer Interaction

Instructor: Paul Sparks

Telephone: Office (949) 223 2592

Email: prsparks@pepperdine.edu

TI id: pauls IM id: psparksim

NG: news://news.pepperdine.edu/pep.gsep.ed771.c10hci

Website: <http://moon.pepperdine.edu/~prsparks/ed771c10>

Course Description (2 units)

Studies in human computer interaction (HCI) revolve around the ways in which people directly interact with computers. This course covers an historical overview of the field, the process of developing interactive systems, interacting with computers, psychology and

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human factors, and research frontiers. The course follows the shift away from the deterministic model of computer as 'object', and develops and understanding of the notion of technology as a 'socially shaped' phenomenon.

General Objectives

Discuss foundational ideas and current issues in HCI

Evaluate human /computer limitations

Design Interaction... Apply HCI theory and process

Evaluate sites/applications based on HCI principles and guidelines

Explore collaboration potential of HCI in industry and education

Collaborate on HCI projects: best practices and research

Identify HCI trends and predict future issues

Topics to be introduced in the course

Foundations of Human-Computer Interaction

Human Information Processing

Interaction principles and guidelines

Interface Design: Metaphors, graphics and conceptual models

Prototyping and usability testing

HCI and the World Wide Web, Universal Access

Collaborative technologies, online group interactions and spaces

Advanced Topics (as time permits): Agents, Virtual Reality,

Voice

Course Requirements

Final grades are based on assignments, online participation, and projects.

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Syllabus

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See newsgroups for due dates.

- HCI Topic Exploration (25%)
- Collaborative Book Review (25%)
- Group Design Project (25%) (Virt Corp/ eLearning Space)
- Online Participation (25%)

Office Hours

Can be arranged at any time. Please just email for an appointment.

Required Readings

Don't Make Me Think - Steve Krug, Roger Black

The Inmates Are Running The Asylum (1999) - Alan Cooper

Recommended Reading (HCI Classics)

Interface Culture (1997) - Steven Johnson

Life on the Screen (1997) - Sherry Turkle

The Art of Human Computer Interface Design (1990) - Brenda Laurel

Information Anxiety 2 (2000) - Richard Saul Wurman

Envisioning Information or Visual Explanations - Edward R. Tufte

Things That Make Us Smart or Design of Everyday things -

Donald Norman

Bringing Design to Software - Terry Winograd

For reference...

Designing the User Interface: Strategies for Effective HCI (2000)
- Ben Schneiderman

Organizations

ACM: SIGCHI and/or SIGGRAPH. Student membership is recommended and reasonable.

Writing Support

GSEP offers writing support to students in the form of various seminars as well as one-on-one consultancy. For more information, please contact Dr. Michelle Rosensitto at mroseni@pepperdine.edu or at (949) 223-2365. Alternately, visit the GSEP Writing Support Program website at <http://gsep.pepperdine.edu/gsep/as/writing>.

Students with Disabilities

Reasonable accommodations will be considered for students with documented disabilities. For more information regarding Pepperdine's policies and programs concerning students with disabilities, contact the Disability Services Office at (310) 506-4269 or visit their website at <http://www.pepperdine.edu/studentaffairs/disabilityserv>.

8<  Clipped from Safari (<http://www.netsquirrel.com/pepperdine/edc633/bookreport/index.html>):

[Collaborative Book Review - Virtual Learning -- Crispen, Friedman, Glaser, and Harding](#)